

CLAIMS

The invention is hereby claimed as follows:

1. A gaming device having a game comprising:

5 a plurality of values;

a plurality of player selectable masked selections;

a display device; and

a processor adapted to communicate with the display device, said processor and said display device adapted to:

10 (a) associate said values with said selections,

(b) enable a player to select one of said selections,

(c) reveal the value associated with the selected selection to the player,

(d) enable the player to accept or reject the revealed value,

15 (e) repeat steps (a) to (d) at least once if said player rejects said revealed value.

2. The gaming device of Claim 1, wherein said plurality of values are randomly selected from at least one pool of values.

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3. The gaming device of Claim 1, wherein said processor is adapted to randomly determine the value associated with each selection.

4. The gaming device of Claim 1, wherein the number of values is equal to
25 the number of selections.

5. The gaming device of Claim 1, wherein the number of values is greater than the number of selections.

5 6. The gaming device of Claim 1, wherein the number of values is less than the number of selections.

7. The gaming device of Claim 1, wherein said processor is adapted to associate one of said values with each of said selections.

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8. The gaming device of Claim 1, wherein said processor is adapted to associate said values with said selections after the player has rejected a preset number of revealed values.

15 9. The gaming device of Claim 1, wherein each said value is only associated with one selection.

10. The gaming device of Claim 9, wherein said values may be associated with a plurality of selections.

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11. A gaming device having a game comprising:

a plurality of values;

a plurality of player selectable selections;

a display device;

5 a processor which communicates with said display device, associates said values with said selections, displays to a player the association between at least one of the values associated with one of the selections and said selection, which causes the display device to display the shuffling of the selectable selections, enables the player to select one of the selections, and
10 provides the player the value associated with the selected selection.

12. The gaming device of Claim 11, wherein said processor causes the display device to reveal the values associated with non-chosen selections.

15 13. The gaming device of Claim 11, wherein said processor causes the display device to reveal the maximum value associated with said selections.

14. The gaming device of Claim 11, wherein said processor causes the display device to reveal the minimum value associated with said selections.

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15. The gaming device of Claim 11, wherein said processor randomly determines which value associated with said selections to reveal to the player.

16. The gaming device of Claim 11, wherein said processor causes the display device to reveal a plurality but not all of values associated with said selections.

5 17. The gaming device of Claim 11, which includes means for enabling the player to cause the processor to re-reveal a revealed value associated with said selections.

10 18. A method for operating a game of a gaming device, said method comprising the steps of:

- (a) triggering the game;
- (b) associating a plurality of values with a plurality of selections;
- (c) displaying said plurality of selections;
- (d) revealing one of said values associated with one of said
15 selections to the player;
- (e) enabling a player to pick a selection; and
- (f) communicating said value associated with said picked selection to said player as an offer.

19. The method of Claim 18, which further includes the steps of:

- (g) enabling said player to accept or reject said offer;
- (h) repeating steps (b) through (f) if said player rejects said offer and the offer is not a last offer;
- (i) providing the offer to the player if the player accepts said offer or if the offer is said last offer.

20. The method of Claim 18, wherein the value revealed to said player is the maximum offer.

21. A method for operating a game of a gaming device, said method comprising the steps of:

- (a) triggering the game;
- (b) associating a plurality of values with a plurality of selections;
- (c) displaying said plurality of selections;
- (d) revealing one of said values associated with one of said selections to the player;
- (e) displaying a mixing of the selections;
- (f) enabling a player to pick a selection; and
- (g) communicating said value associated with said picked selection to the player.